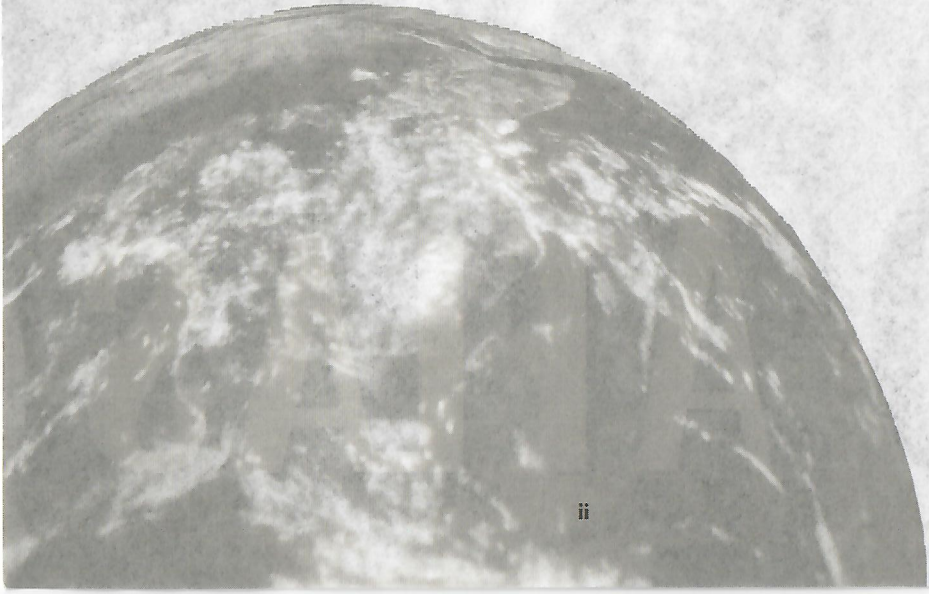
English

3D ATLAS™



3D ATLAS™

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

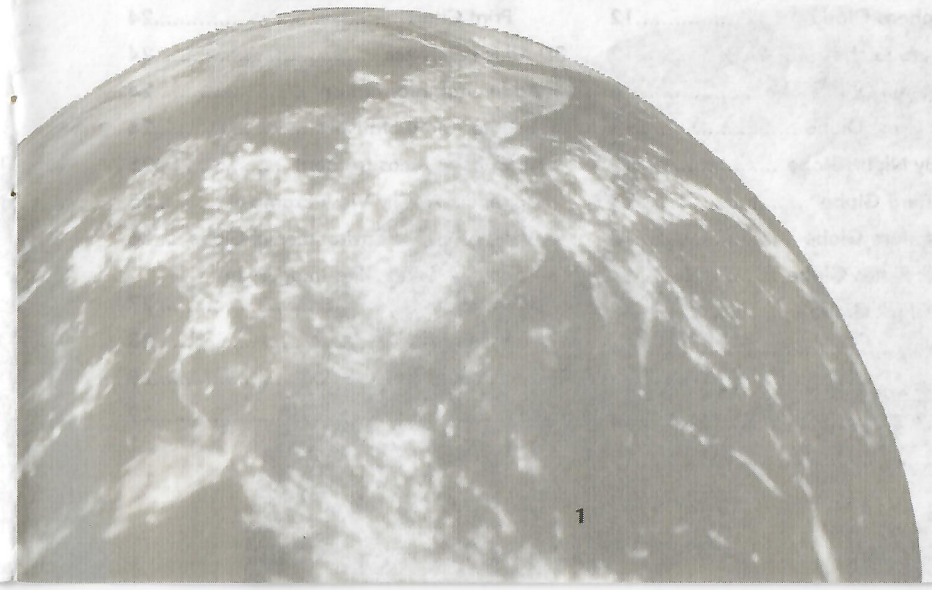
Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.



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Welcome to *3D Atlas*!

3D Atlas places the wonders of Earth in the palm of your hand. Watch Mount Pinatubo blow ash high into the sky above the Philippines. See the vegetation on land shift and change over the seasons of a year. Experience the magic of discovery as you explore the scenery of our planet and analyse statistical information from its nations.

At the core of 3D Atlas is a trio of globes: the Physical Globe, the Political Globe, and the Environmental Globe. The Physical Globe shows our planet's topography and highlights Earth's natural features. The Political Globe displays country borders and invites you to visit individual nations. The Environmental Globe allows you to explore a cloudless and photo-realistic view of Earth based on thousands of satellite images.

The colourful Contents menu offers a convenient "home base" as you navigate through 3D Atlas' interactive exhibits. Located directly beneath the Main Globe options you'll find six categories that trigger pop-up menus providing access to the exhibits that bring 3D Atlas alive. Or, simply select BROWSER to place 53 exhibit icons at your fingertips.

Providing a learning environment that's engaging, fun, and easy to use, 3D Atlas offers you the world you live in and more. Explore!

About the Main Globes

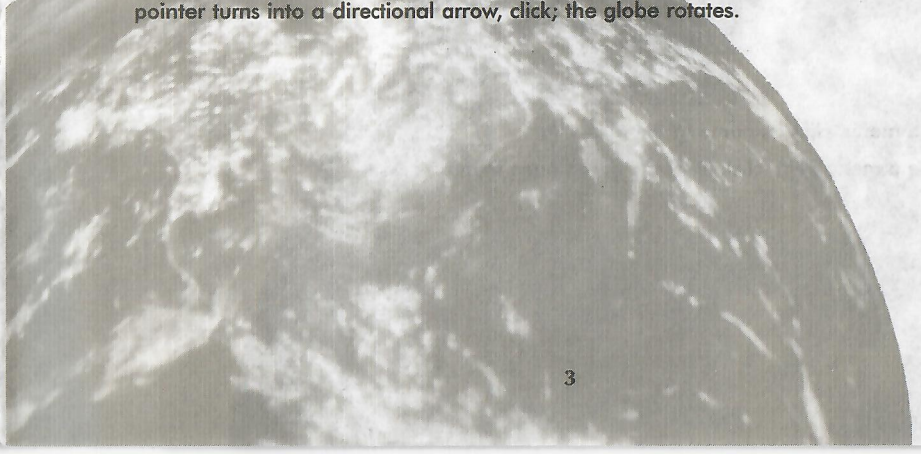
The globe is a graphic representation of Earth. *3D Atlas* contains three Main Globes that present different views of Earth (Environmental, Physical, and Political). You can choose the globe you want to view.

The **Environmental** Globe combines thousands of satellite photographs to depict a photo-realistic Earth as it appears from space (without clouds). Study Earth's environment and humanity's effect upon it.

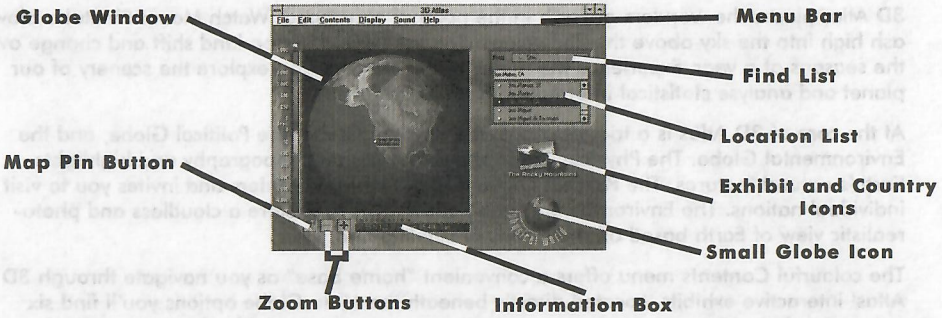
The **Physical** Globe offers a topographical view of Earth's land masses. Access exhibits related to the physical features of Earth, such as Biomes and Timelapses, as well as other natural cycles and processes.

The **Political** Globe displays the nations of Earth and their international boundaries. Use the Political Globe to learn about a nation's geography, study its imports and exports, and compare relative sizes of countries.

- To select the type of globe you want to display, open the Contents menu and choose ENVIRONMENTAL, PHYSICAL, or POLITICAL.
- To rotate the globe, move your pointer to the edge of the Globe Window. When your pointer turns into a directional arrow, click; the globe rotates.



Using *3D Atlas*



- To return to the Main Globe from any *3D Atlas* screen, except Statistics screens and the *Around the World* game, click the GO BACK button in the lower-right corner of the screen.
- To return to the Main Globe from a Statistics screen or the *Around the World* game, open the Contents menu and choose a Main Globe.

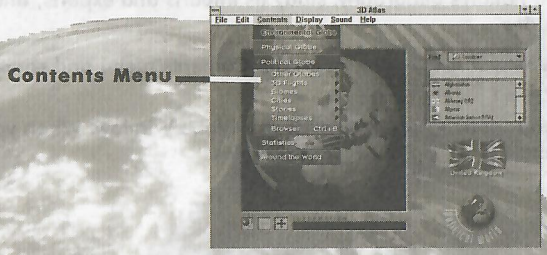
Globe Window

The currently selected Main Globe is displayed in the Globe Window. Click any land mass on the Main Globe to see which country is located there, within the United States individual states appear. Double-click within a country's border to access a Postcard exhibit which introduces facts about the country's culture, economy, and more. For more on Postcard exhibits, please refer to *Exhibit and Country Icons*.

- To rotate the globe, move your pointer to the edge of the Globe Window. When your pointer turns into a directional arrow, click; the globe rotates.

Menu Bar

Utilising the Menu Bar at the top of the screen, you have access to many *3D Atlas* features, options, and settings. Additional menus are available from Postcards and Statistics screens.



- To open a menu, click its name in the Menu Bar.
- To choose a menu item, click its name in the open menu.

File Menu

New Map Pin List: Create a new Map Pin list. If you've made any changes to a current Map Pin list, you are prompted to save changes before creating a new list.

Open Map Pin List: Open a previously saved Map Pin list. If you've made any changes to a current Map Pin list, you are prompted to save changes before opening a new list.

Open Special List: Open one of seven existing *3D Atlas* Map Pin lists: Ten Largest Cities, Ten Highest Mountains, Ten Deepest Ocean Depths, Ten Longest Rivers, Ten Largest Lakes, Ten Highest Volcanoes, or US States Information. If you've made any changes to a current Map Pin list, you are prompted to save changes before opening a special list.

Save Map Pin List: Save a new Map Pin list or any changes made to a previously saved list.

Save Map Pin List As: Save an open Map Pin list under a different name.

Page Setup: Choose printing options and configure printing parameters to your system.

Print: Print any *3D Atlas* screen to a file or to your printer.

Print Chart: Print the current statistical chart to a file or to your printer.

Exit: Exit *3D Atlas*.

Edit Menu

Undo: Reverses your most recent command or action. This option is greyed out when a command or action can not be undone.

Cut: Removes highlighted data and saves it to the clipboard. This data is automatically overwritten the next time Cut or Copy is utilised.

Copy: Copies highlighted data and saves it to the clipboard. This data is automatically overwritten the next time Cut or Copy is utilised.

Paste: Paste the most recently saved data from the clipboard to the insertion point's current position.

Delete: Erases highlighted data. The data is not saved to the clipboard.

New Map Pin: Places a new Map Pin at the centre of the Globe Window.

Edit Map Pin: Lets you make changes to the highlighted Map Pin's name, co-ordinates, and icon.

Delete Map Pin: Erases the highlighted Map Pin. The Map Pin is not saved to the clipboard.

Show Map Pin Info: Lets you add text and pictures to a Map Pin or view this information.

Set Home Location: Set highlighted location as the starting point for measuring a distance.

Distance To Home: Set highlighted location as the ending point for measuring a distance. The distance between the two locations appears in the Information Box.

Get Info: Access on-screen information regarding the current screen or topic.

Preferences: Set *3D Atlas* preferences.

Contents Menu

Environmental Globe: Displays the Environmental Globe in the Globe Window.

Physical Globe: Displays the Physical Globe in the Globe Window.

Political Globe: Displays the Political Globe in the Globe Window.

Other Globes: These interactive globe exhibits can be displayed in the Globe Window: Atmosphere, Biosphere, Continental Drift, Earth's Crust, Earth By Night, Geosphere, Hydrosphere, Tectonic Plates, and World Clock.

3D Flights: Access three-dimensional flights over some of Earth's most impressive mountain ranges: The Alps, The Himalayas, Sheep Mountain, and The Rockies.

Biomes: Explore these nine ecological regions of Earth: Desert, Mediterranean, Mountain, Rainforest, Savannah, Taiga, Temperate Forest, Temperate Grassland, and Tundra.

Cities: Visit six of the world's largest cities: Bombay, London, Moscow, New York, San Francisco, and Tokyo.

Stories: Learn about major environmental issues facing our world: Acid Rain, Extinction, Global Warming, Habitat Loss, Nuclear Energy, Oil Pollution, Over fishing, Ozone, Population, Toxic Waste, and Water Use.

Time-lapses: Study environmental phenomena over periods of time: Acid Rain, Aral Sea, Mount Pinatubo, Ozone, Plankton, Sea Level Rise, and Urbanisation In Cairo.

Browser: Call up the Browser screen to display a list of all exhibit icons. From the Browser screen, you have quick access to any *3D Atlas* interactive exhibit.

Statistics: Access *3D Atlas'* extensive Statistics database. Analyse the statistics we've provided, or create your own.

Around The World: Begin a game of "Around the World," the *3D Atlas* global trivia challenge that tests your knowledge of flags, facts, and photos.

Display Menu

Just Globe: Clear all displayed items and the Grid from the Main Globe.

Grid: Encircle the Main Globe with a grid displaying lines of longitude and latitude, including: the Equator, Prime Meridian, Tropic of Cancer, Tropic of Capricorn, Arctic Circle, and Antarctic Circle.

Cities: Display every item in the Cities Location list on the Main Globe at once. When Cities are displayed on the globe, state and regional capitals are marked by a blue square, while national capitals are marked by red diamonds. All other cities are marked with a white circle. Zoom in for greater detail to see the smaller cities.

Map Pins: Display every item in the current Map Pin list on the Main Globe at once.

Mountains: Display every item in the Mountains Location list on the Main Globe at once.

Ocean Depths: Display every item in the Ocean Depths Location list on the Main Globe at once.

Rivers: Display every item in the Rivers Location list on the Main Globe at once.

Seas & Lakes: Display every item in the Seas & Lakes Location list on the Main Globe at once.

Volcanoes: Display every item in the Volcanoes Location list on the Main Globe at once.

Zoom In: Zoom in to view less prominent items which may not be visible from the lower levels of magnification.

Zoom Out: Zoom out from a higher level of magnification, one level at a time. Zoom all the way out to view the entire planet at once.

Sound Menu

Music: Turn the music at the Main screens On or Off. This setting is saved until you change it again.

Narration: Turn all narration On or Off. This setting is saved until you change it again.

Volume 0-7: Set the volume level of music and narration between one (quiet) and seven (loud). This setting is saved until you change it again.

Help Menu

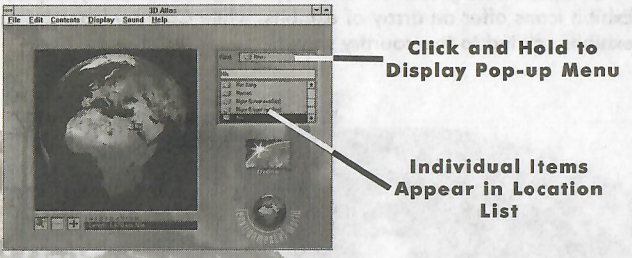
About: Find out which version of *3D Atlas* you are using, and access a list of credits displaying the talented individuals behind the development of *3D Atlas*.

Atlas Help: Access the *3D Atlas* Windows Help utility. Atlas Help includes detailed information on every *3D Atlas* option and feature.

Find List

The pop-up Find list contains the categories of items *3D Atlas* can display on the Main Globe: Cities, Continents, Countries, Groups, Map Pins, Mountains, Ocean Depths, Rivers, Seas & Lakes, and Volcanoes.

The Map Pin category displays the Map Pin list chosen from the File menu. If no Map Pin list has been chosen, Map Pin shows any Map Pins you have created. If no Map Pins have been created, the list is empty.



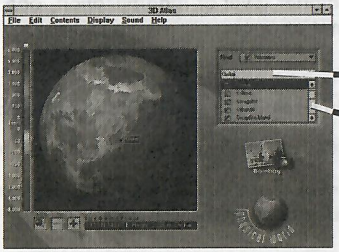
When you choose a category from the Find list, its individual items appear directly below in the Location list.

To choose a category:

1. Click and hold on the category currently displayed in the Find list. A pop-up menu appears.
2. Drag the highlight to the category you want, then release. The new category appears in the Find list and its individual items appear in the Location list.

Location List

The individual items shown in the Location list are related to the category chosen in the Find list. Use the Location list to select the items you want *3D Atlas* to display and label on the Main Globe.



When Cities are displayed in the Location list, state and regional capitals are marked by blue squares, while national capitals are marked by red diamonds. All other cities are marked with a white circle.

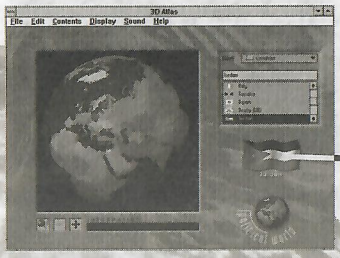
To display a location:

1. Use the scroll bar to find a location in the list, or type the name of a desired location in the text box to jump to it directly.
2. When the desired location is visible in the list, click it. The Main Globe rotates to display and label the location.

- Any additional data on the location appears in the Information Box.

Exhibit and Country Icons

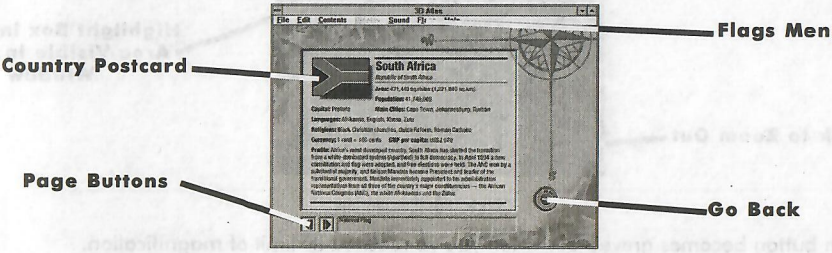
Exhibit and Country icons appear on the Main Globe screen inviting you to take interactive "side trips," usually related to the type of globe currently displayed in the Globe Window. Exhibit icons offer an array of exhibits, while Country icons bring up data and Postcard exhibits related to the country shown.



- To begin a "side trip", click an Exhibit or Country icon.

Postcards

Postcard exhibits appear when you click a Country icon or when you double-click within a country's border on the Main Globe. Postcard exhibits display a wealth of information about the country, including Area, Population, Capital and Major Cities, Languages, Religions, Currency, and Gross National Product Per Capita, along with a brief Profile. Examine the country's flag(s) and visit its land through full-colour photos.



- To magnify the flag for a more detailed view, click it. Click on the magnified flag to revert its size back to normal.
- To hear the country's name pronounced, move the pointer to the postcard text. When the pointer becomes a Speaker icon, click.
- To page back and forth through the postcards, click the Page buttons.

Flags Menu

3D Atlas contains one of the most comprehensive flag catalogues available in any atlas. If the selected country uses more than one flag, or if its flag contains intricate detailing, an additional Flags menu is made available on the postcard's Menu Bar.

Small Globe Icon

The Small Globe icon is a reference point for the Main Globe currently on display. When the Main Globe is "zoomed in", a highlight box on the Small Globe icon shows the area of the globe visible in the Globe Window.

- To zoom all the way out (from any level of magnification) in one step, click the Small Globe icon.

When any screen other than the Main Globe is displayed (except Statistics screens and the "Around the World" game), the Small Globe icon becomes a GO BACK button.

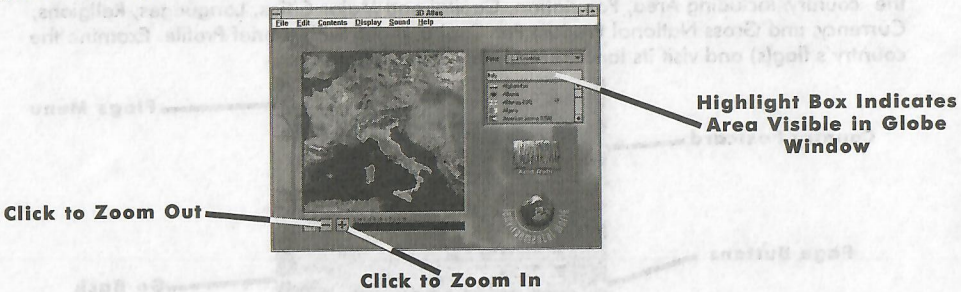
- To return to the Main Globe, click the GO BACK button.

Information Box

The Information Box displays available data for the item highlighted on the Main Globe. Information includes latitude and longitude co-ordinates, population, height, depth, and distance.

Zoom Buttons

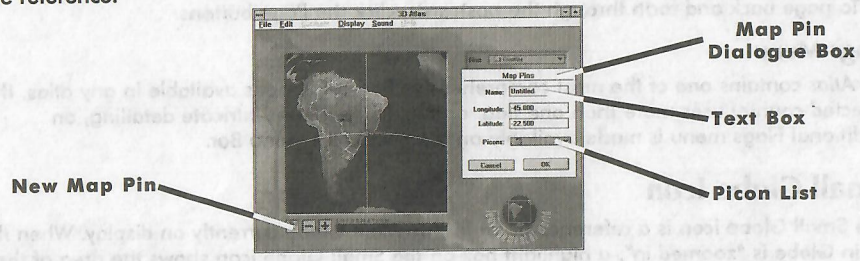
Zoom In to or Out of any Main Globe to examine it in closer detail. Nine levels of magnification let you choose the perspective best suited to your needs.



A Zoom button becomes greyed out when you've reached its limit of magnification.

Map Pins

You can mark and label any location on the globes by placing Map Pins. Create lists of Map Pins and save them—to your computer's hard disk or to floppy disks—for projects, reports, or future reference.



To place a new map pin:

1. Click the Map Pin button or open the Edit menu and choose NEW MAP PIN. The Map Pin dialogue box is displayed and a new Map Pin appears at the centre of the Globe Window.
2. Click the area on the globe where you want to place the Map Pin.
3. Type a name for the new Map Pin in the text box. A Map Pin name may contain up to eight characters.
4. Click the Picon List in the Map Pin dialogue box. A pop-up menu appears. Drag the highlight to the icon you want for the new Map Pin.
5. Click OK to accept your new Map Pin settings.

- For more precise placement, enter latitude and longitude co-ordinates for the new Map Pin. The new Map Pin moves to the exact position.

Note: To enter fractional latitude and longitude co-ordinates, use decimal notation rather than degree notation (e.g., for 45° 30', type 45.500).

To delete a map pin:

1. Highlight a Map Pin on the Main Globe or in the Map Pin Location list.
2. Open the Edit menu and choose DELETE MAP PIN. The Map Pin disappears from the Main Globe.

To add text to your map pins:

1. Copy text to the clipboard from any document created in other applications.
2. Switch to *3D Atlas* and highlight a Map Pin in the Map Pin Location list or on the Main Globe.
3. Open the Edit menu and choose SHOW MAP PIN INFO. The Map Pin Info dialogue box appears.
4. Press **CTRL + V** to paste. The text copied to the clipboard appears in the Map Pin Info dialogue box at the insertion point's current position.

   Note to PC users: You can also add text to your Map Pins by just clicking in the Map Pin Info dialogue box to place the insertion point, and typing directly to the dialogue box.

To add pictures to your map pins:

1. Open the Edit menu and choose SHOW MAP PIN INFO. The Map Pin Info dialogue box appears.
2. Switch to the Windows File Manager and adjust the windows on your screen so you can view the File Manager and the Map Pin dialogue box at the same time.
3. From the File Manager, click the picture file you want to add to the Map Pin and drag it to the Map Pin Info dialogue box. The picture appears in the Map Pin Info dialogue box.

   Note to Mac users: In the Macintosh version of *3D Atlas*, text and pictures are added to Map Pins in the same manner (from the clipboard). To add pictures to your Map Pins, please refer to *To add text to your map pins*, above.

To create a list of map pins:

1. Open the File menu and choose NEW MAP PIN LIST. If you've made any changes to a current Map Pin list, you are prompted to save changes before creating a new list.
2. Place Map Pins to add them to the new list.
3. When you are satisfied with the list, open the File menu and choose SAVE MAP PIN LIST. The Save dialogue box appears.
4. Enter a name for your list in the text box, then click SAVE PINS. A Map Pin list name may contain up to eight characters, and must be followed by the .PIN extension.

To open a saved list:

1. Open the File menu and choose OPEN MAP PIN LIST. The Load Map-Pin File dialogue box appears. If you've made any changes to a current Map Pin list, you are prompted to save changes before opening a saved list.
2. Highlight a list, then click LOAD PINS. The open list appears in the Location list.

   Note to Mac users: You can quickly create new Map Pin lists by Cutting, Copying, and Pasting Map Pins between existing Map Pin lists. Follow the steps below to edit your Map Pin lists.

- To remove a Map Pin from a list and copy it to the clipboard, highlight the Map Pin in the Location list or on the Main Globe, open the Edit menu, and choose CUT.
- To copy a Map Pin from a list to the clipboard, highlight the Map Pin in the Location list or on the Main Globe, open the Edit menu, and choose COPY.
- To paste a Map Pin from the clipboard into an active list, open the Edit menu and choose PASTE.

Special Map Pin Lists

3D Atlas contains seven pre-existing Special Map Pin lists: Ten Largest Cities, Ten Highest Mountains, Ten Deepest Ocean Depths, Ten Longest Rivers, Ten Largest Lakes, Ten Highest Volcanoes, and US States Information.

To open a special map pin list:

1. Open the File menu and choose OPEN SPECIAL LIST. A pop-up menu appears.
2. Choose a Special Map Pin list from the pop-up menu. If you've made any changes to a current Map Pin list, you are prompted to save changes before opening a Special list. The chosen list appears as a category in the Find list.

3D Atlas Features

Other Globes

In addition to the three Main Globes, *3D Atlas* contains nine "Other Globes". Each of the Other Globes is an interactive exhibit focusing on a physical characteristic of Earth.

To access one of the Other Globes:

1. Open the Contents menu and choose OTHER GLOBES. A pop-up menu appears.
2. Choose the Other Globe you want to view from the pop-up menu.

- Narration begins automatically. If you want to silence narration, click the EAR button. Click the EAR button again to replay the narration.
- To rotate the globe, move your pointer to the edge of the Globe Window. When your pointer turns into a directional arrow, click; the globe rotates.
- To return to the Main Globe, click the GO BACK button.

Atmosphere Globe

The Atmosphere Globe shows Earth's daily cloud cover and changing weather patterns. The example shown here spans a six-month period between January and July.

- To begin or pause the exhibit, click the PLAY/PAUSE button.
- To view the exhibit manually, click the timeline pointer and drag it in either direction at your own pace.

Biosphere Globe

The Biosphere Globe shows changes in vegetation throughout the course of a year. The example shown here spans a 12-month period.

- To begin or pause the exhibit, click the PLAY/PAUSE button.
- To view the exhibit manually, click the timeline pointer and drag it in either direction at your own pace.

Continental Drift Globe

The Continental Drift Globe shows movement of the continents over 600 million years. See which continents were joined together at one time and watch the formation of Earth's mountain ranges.

- To begin or pause the exhibit, click the PLAY/PAUSE button.
- To view the exhibit manually, click the timeline pointer and drag it in either direction at your own pace.

Earth's Crust Globe

The Earth's Crust Globe shows the two main kinds of crust composing Earth's surface, Oceanic and Continental. Shelf (submerged Continental crust) is displayed as well. A colour-coded key assists in identifying these surfaces and differentiating between Stable and Mobile forms of each.

Earth By Night Globe

The Earth By Night Globe shows lights on Earth visible from space. Study the light radiating from major cities, burning rainforests in South America, spotlights of fishing boats in the Sea of Japan, and more.

Geosphere Globe

The Geosphere Globe displays the shape of the solid Earth. A colour-coded key allows you to measure elevations of the globe above and below sea level.

Hydrosphere Globe

The Hydrosphere Globe shows the world's waterways and illustrates their average surface temperatures. The colour-coded key lets you determine average water temperature around the globe.

Tectonic Plates Globe

The Tectonic Plates Globe shows the solid, floating plates that compose Earth's crust. Examine these plates and see where they meet. These boundaries are usually sites of earthquakes or volcanoes.

World Clock Globe

The World Clock Globe combines two satellite images of Earth—one by day and one by night. Find a reference point by setting the time zone, then adjust the time of day and date to study the relative times and dates around the world, as well as seasonal patterns of light and darkness over the course of a year.

Each time you access the World Clock Globe, the time and date are automatically set according to your computer's internal clock (to the closest 10-minute increment).

To set the time zone, time of day, and date:

1. Click and hold on an existing time zone, time of day, or date. A pop-up menu appears.
2. Drag the highlight to the time zone, time of day, or date you want to set from the pop-up menu, then release.

The standard North American time zones are listed: Pacific, Mountain, Central, and Eastern. All other time zones are based on Greenwich Mean Time (GMT). GMT corresponds to the Prime Meridian line of longitude.

> **Note to Mac users:** Rather than using a time zone feature to select a reference point, *3D Atlas* for the Macintosh looks for the city chosen in the Map control panel and sets a Map Pin there. To adjust this reference point, access MAP from the Control Panels and choose another city.

3D Flights

3D Flights are rendered from satellite photographs and data of the Earth's terrain. Take a narrated flight over Sheep Mountain and some of the world's most impressive mountain ranges: The Alps, The Himalayas, and The Rockies.

To access a 3D flight:

1. Open the Contents menu and choose 3D FLIGHTS. A pop-up menu appears.
2. Choose the 3D Flight you want to view from the pop-up menu.

- 3D Flights begin automatically. If you want to pause a 3D Flight, click the PLAY/PAUSE button. Click the PLAY/PAUSE button again to resume the 3D Flight.
- To view the 3D Flight manually, click the timeline pointer and drag it in either direction at your own pace.
- To expand the 3D Flight so that it fills your entire screen, click the SUPER PLAY bar. Click anywhere on the screen to revert the 3D Flight back to its normal size.
- To return to the Main Globe, click the GO BACK button.

Note to Mac users: The Super Play bar provides the best playback performance, although the 3D Flight will not fill your entire screen unless your Macintosh can handle it.

Biomes

A Biome is a community of organisms in an ecological region distinguished by a particular terrain and climate. Explore these nine Biome exhibits: Desert, Mediterranean, Mountain, Rainforest, Savannah, Taiga, Temperate Forest, Temperate Grassland, and Tundra.

Following each Biome exhibit, a world map appears with shaded areas indicating locations of each Biome.

To access a biome exhibit:

1. Open the Contents menu and choose BIOMES. A pop-up menu appears.
2. Choose the Biome exhibit you want to view from the pop-up menu.

- Biome exhibits begin automatically. If you want to pause a Biome exhibit, click the PLAY/PAUSE button. Click the PLAY/PAUSE button again to resume the Biome exhibit.
- To view the Biome exhibit manually, click the timeline pointer and drag it in either direction at your own pace.
- To expand the Biome exhibit so that it fills your entire screen, click the SUPER PLAY bar. Click anywhere on the screen to revert the Biome exhibit back to normal.
- To return to the Main Globe, click the GO BACK button.

Note to Mac users: The Super Play bar provides the best playback performance, although the Biome will not fill your entire screen unless your Macintosh can handle it.

Cities

These satellite images allow you to visit six of the world's largest cities: Bombay, London, Moscow, New York, San Francisco, and Tokyo. Zoom in and scroll around each city to identify landmarks and points of interest. Please refer to *Appendix A* for labelled examples of Tokyo, New York, San Francisco, and London.

To access a city view:

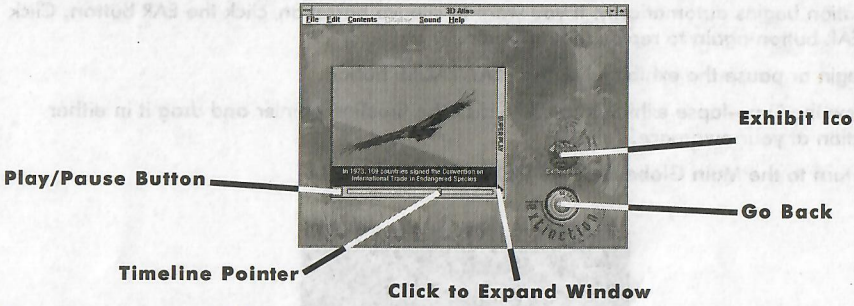
1. Open the Contents menu and choose CITIES. A pop-up menu appears.
2. Choose the City you want to view from the pop-up menu.

- Narration begins automatically. If you want to silence narration, click the EAR button. Click the EAR button again to replay the narration.
- To view the entire image, click the mouse pointer when it becomes a Hand icon, and drag the image in any direction.
- To zoom in and out, click the Zoom buttons.
- To return to the Main Globe, click the GO BACK button.

Note: When viewing San Francisco, click on the edges of the image to tip and spin the landscape for an amazing three-dimensional view.

Stories

Stories address eleven major environmental issues in our world: Acid Rain, Extinction, Global Warming, Habitat Loss, Nuclear Energy, Oil Pollution, Over fishing, Ozone, Population, Toxic Waste, and Water Use. The reports lead to Complementary exhibits, with case studies that let you explore each issue in greater detail.



To access a story exhibit:

1. Open the Contents menu and choose STORIES. A pop-up menu appears.
2. Choose the Story exhibit you want to view from the pop-up menu.

- Story exhibits begin automatically. If you want to pause a Story exhibit, click the PLAY/PAUSE button. Click the PLAY/PAUSE button again to resume the Story exhibit.
- To view the Story exhibit manually, click the timeline pointer and drag it in either direction at your own pace.
- To expand the Story exhibit so that it fills your entire screen, click the SUPER PLAY bar. Click anywhere on the screen to revert the Story exhibit back to normal.
- To begin a Complementary exhibit, click the Exhibit icon.
- To return to the Main Globe, click the GO BACK button.

Note to Mac users: The Super Play bar provides the best playback performance, although the Story will not fill your entire screen unless your Macintosh can handle it.

Complementary Exhibits

Complementary exhibits follow Stories and may be Time-lapse exhibits or Story Globes. The Time-lapse exhibits are identical to those which appear in the Time-lapse sub-menu (please refer to *Timelapses* below). Story Globes offer specific instances introduced by the preceding report.

To access story globe data:

1. Rotate the globe to display the exhibit you want to access or click the exhibit's name in the Location list.
2. When the exhibit is visible on the Story Globe, double-click it.

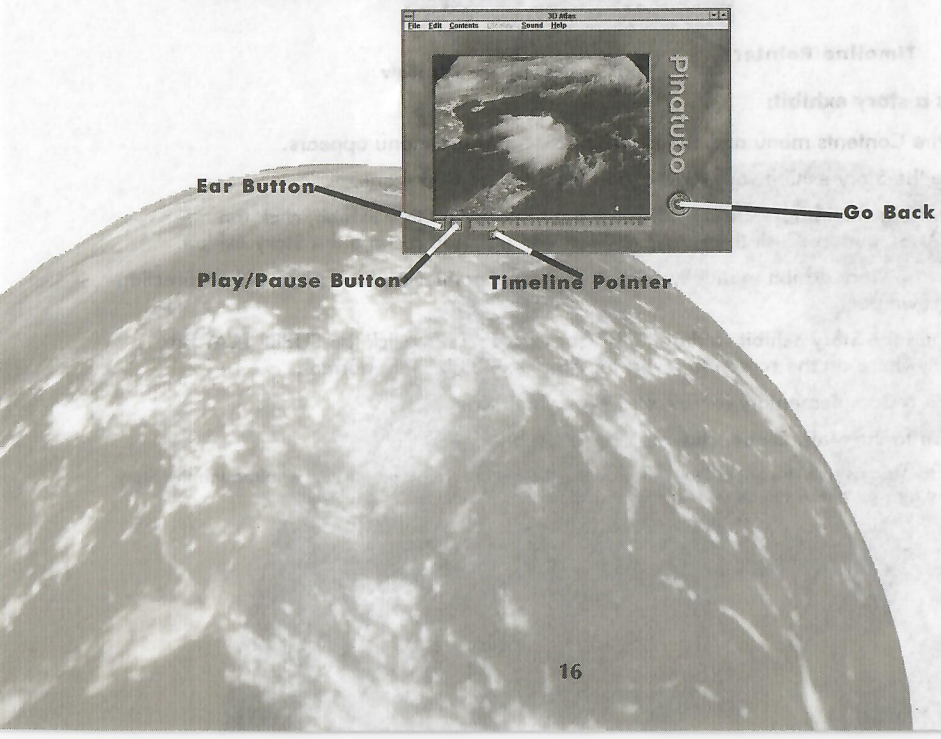
Time-lapses

Study the changes in Earth's composition over time. Time-lapse exhibits demonstrate progressive effects of natural and human-induced phenomena: Acid Rain, Aral Sea, Mount Pinatubo, Ozone, Plankton, Sea Level Rise, and Urbanisation In Cairo.

To access a time-lapse exhibit:

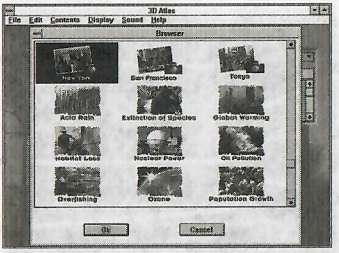
1. Open the Contents menu and choose TIMELAPSES. A sub-menu appears.
2. Choose the Time-lapse exhibit you want to view from the sub-menu.

- Narration begins automatically. If you want to silence narration, click the EAR button. Click the EAR button again to replay the narration.
- To begin or pause the exhibit, click the PLAY/PAUSE button.
- To view the Time-lapse exhibit manually, click the timeline pointer and drag it in either direction at your own pace.
- To return to the Main Globe click the GO BACK button.



Browser

The Browser gives you quick access to every interactive exhibit in the program: Other Globes, 3D Flights, Biomes, Cities, Stories, Complementary Exhibits, and Time-lapses.



To access an exhibit from the browser:

1. Open the Contents menu and choose BROWSER or press **CTRL** + **B**. The Browser screen appears displaying a list of all exhibit icons.
2. Use the scroll bar to find an exhibit on the Browser screen.
3. When the desired exhibit is visible on the screen, click it.
4. Click OK to begin the exhibit, or CANCEL to exit the Browser.

Measuring Distances

You can gauge distances around the globe using two methods of measurement. The Click-and-Drag method is useful to measure from a fixed location to any other point on the Main Globe. The Home Location method is a simple way to calculate the distance between two locations in the Location list.

To click-and-drag a measurement:

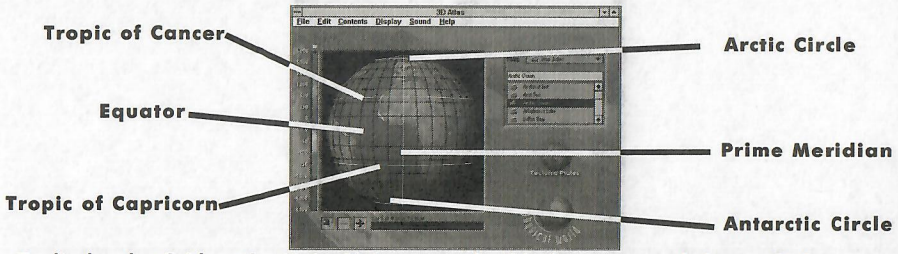
1. Choose the location you want to designate as the starting point by clicking it in the Location list. The location is displayed on the Main Globe. If the location you want is not in the Location list, you can place a Map Pin at the location and save it. When you choose MAP PINS from the Find list, it will appear in the Location list.
2. Click and hold the location on the Main Globe, then drag to any other point. A line appears on the globe indicating your course, and the progressive distance appears in the Information Box.

To measure distance to a Home location:

1. Choose the location you want to designate as the starting point by clicking it in the Location list. The location is displayed on the Main Globe.
2. Open the Edit menu and choose SET HOME LOCATION.
3. Choose the location you want to designate as the ending point by clicking it in the Location list. The location is displayed on the Main Globe.
4. Open the Edit menu and choose DISTANCE TO HOME. A line appears on the globe connecting the two locations, and the distance separating the two locations appears in the Information Box along with the names of the two locations.

Globe Grid

Wrap the Main Globe in a grid displaying lines of longitude and latitude. Each of the black lines of the Grid are 10 degrees apart.



- To display the Grid on the Main Globe, open the Display menu and choose GRID.
- To hide the Grid, open the Display menu and choose GRID again.

The Equator is the red line at 0° latitude. The Prime Meridian is the white line at 0° longitude. The Arctic and Antarctic circles appear as white lines of latitude at 66° 30′ north and south. The yellow line at 23° 30′ north latitude is the Tropic of Cancer, and the yellow line at 23° 30′ south latitude is the Tropic of Capricorn.

Preferences

Adjust *3D Atlas* Preferences to customise the program for optimum performance on your system, or to adhere to your personal preferences.

To set preferences:

1. Open the Edit menu and choose PREFERENCES... The Preferences dialogue box appears.
2. Click the circles next to your Preferences (to set an Icon Display time, click the time), then click OK to accept.

- To close the Preferences dialogue box without making changes, click CANCEL.
- To revert Preferences back to their original settings, click USE DEFAULTS.

Note: Preferences settings are saved to your computer's hard disk and are used each time *3D Atlas* is started, until you change them.

Globe Movements

Controls the speed of the Main Globe as it repositions itself to display an item in the Location list.

Jump: The Main Globe quickly jumps to display the item in one step.

Fly: The Main Globe freely rotates to the position of the item.

Small Globe Update

Controls the rotation of the Small Globe icon in the lower-right corner of the screen relative to the rotation of the Main Globe.

Restricted: The Small Globe icon does not rotate along with the Main Globe. Instead the Small Globe icon jumps to the Main Globe's new position after it stops rotating.

Continual: The Small Globe icon rotates along with the Main Globe. (You may notice slightly slower globe rotation, as more information is transferred with each movement of the Main Globe.)

Grid Lines Redraw

Controls how quickly the Grid lines are redrawn relative to the rotation of the Main Globe.

Restricted: The Grid lines do not rotate along with the Main Globe. Instead the Grid lines redraw after the globe stops rotating.

Continual: The Grid lines redraw along with the rotation of the Main Globe. (You will notice slower globe rotation, as more information is transferred with each movement of the Main Globe.)

> **Note to Mac users:** The Small Globe Update and Grid Lines Redraw options are not available in the Macintosh version of *3D Atlas*.

Display Icons Every

Controls the frequency with which the Exhibit and Country icons change on the Main screens: 5, 10, 30, or 60 seconds, or Never.

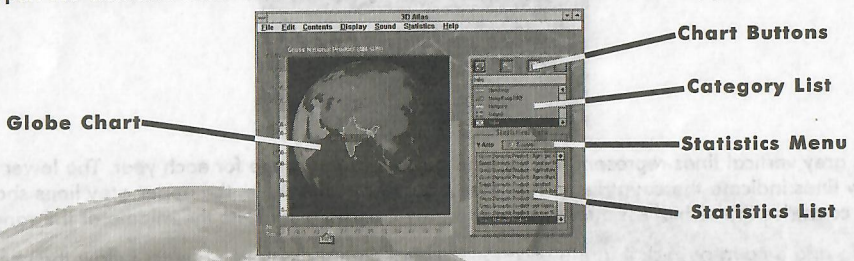
Measurement Units

Controls the units of measurement used throughout *3D Atlas* except in the *Around the World* game: Imperial (pounds, feet, gallons), based on the British Imperial System of weights and measures, or Metric (grams, metres, litres), a decimal system of weights and measures.

Statistics

Statistics are the collection, organisation, and interpretation of numerical data which can be used in the analysis of nations' characteristics. *3D Atlas* includes a wide variety of statistical data in eight categories: Agricultural, Economic, Energy, Environmental, Global, People, Physical, and Transportation. Analyse the prepared statistics or create your own.

- Open the Contents menu and choose STATISTICS. The Statistics screen appears.



To choose different statistics:

1. From the Statistics screen, click and hold on the category currently displayed in the Category list. A pop-up menu appears.
2. Drag the highlight to the category you want, then release. The new category appears in the Category list and its individual items appear in the Statistics list.
3. Use the scroll bar to find a desired statistic in the list.
4. When the desired statistic is visible in the list, click it. The current Statistical chart is updated to display the new data.

- To find a particular country on the chart, click it in the Location list.

> **Note:** Each time you choose a statistic, the Location list is updated to contain only those countries for which data is available.

Charts

There are four different Chart formats you can use to view statistics: Globe Chart, Line Chart, Ranking Table, and Scatter Chart. Depending on the data available, you can view a single statistic on different charts to obtain several perspectives from the same information.

- To select a Chart format, click on its Chart button.

Note: Comparative line placement in charts doesn't always express large ranges of numbers clearly. In these cases, open the Statistics menu and choose LOGARITHMIC SCALE. Please refer to *Logarithmic Scale*.

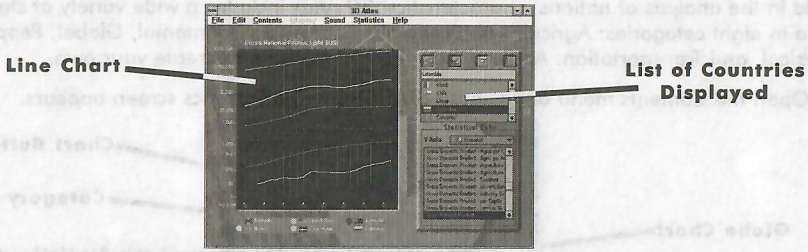
Globe Chart

The Globe Chart displays data by colouring the nations according to their relative values for the chosen year of the current statistic. A colour-coded key lets you find each country's value for the chosen statistic.

- To compare relative values over time, drag the timeline pointer to another recorded year (if available).
- To view the statistical value for a specific country, click the country's name in the Location list.

Line Chart

The Line Chart shows trends over time for statistics that have data for more than one year. Using a colour-coded key, you can track the progress of up to six countries at a time on a single Line Chart.



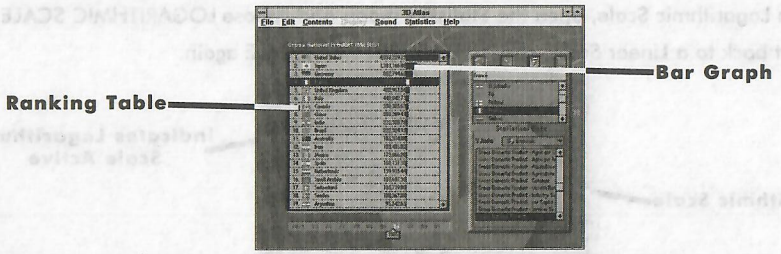
The grey vertical lines represent the top and bottom of the range for each year. The lower grey lines indicate the countries in the lowest quarter of the scale, the upper grey lines show the countries in the highest quarter, and the grey crosshairs indicate the middle of the range.

- To add a country, click it in the Location list. The country's name appears below the chart next to a colour-coded circle.
- To remove a country, click the country's name below the chart, open the Edit menu, and choose CUT or DELETE.

Note to Mac users: To remove a country from the chart, just drag the country's name into the trash can that appears on the screen

Ranking Table

The Ranking Table lists countries in order from highest (top) to lowest (bottom) according to their statistical value for a particular year. The Ranking Table includes each country's numerical value for the chosen statistic, as well as a bar graph with lengths proportional to the specified quantities.

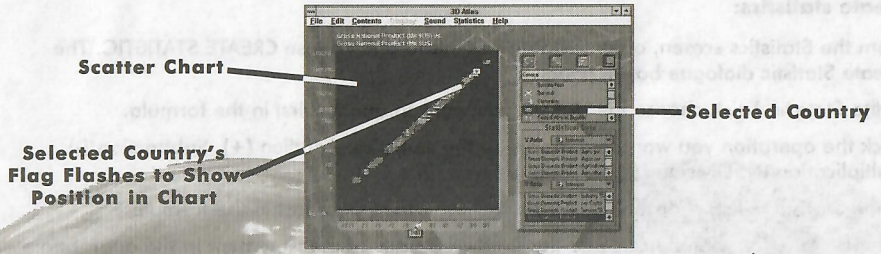


- To bring the more of the chart into view, click the up/down arrows in the scroll bar.
- To compare relative values over time, click the timeline pointer and drag it to another recorded year (if available).
- To view the statistical value for a specific country, click the country's name in the Location list.

Scatter Chart

The Scatter Chart demonstrates statistical relationships of countries. It is unique among the charts because it lets you choose statistics for both the X and Y axis, and displays the correlation between the two.

- Select statistics for both axis in the same manner. The statistic on the Y axis is displayed vertically, and the statistic on the X axis is displayed horizontally.



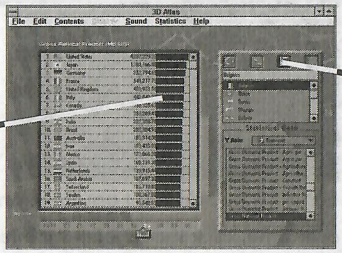
Countries appear in the Scatter Chart represented by their national flags.

- To compare relative values over time, click the timeline pointer and drag it to another recorded year (if available).
- To view the statistical value for a specific country, click the country's name in the Location list.

Logarithmic Scale

Selecting Logarithmic Scale changes the scale of the current chart to values that increase by powers of 10. This increases the range of data that can be shown on a single chart. The Logarithmic Scale is best for statistics whose values vary across a wide range. A Linear Scale is better to display statistics whose gradations show finer values across a smaller range.

- To use a Logarithmic Scale, open the Statistics menu and choose LOGARITHMIC SCALE.
- To revert back to a Linear Scale, choose LOGARITHMIC SCALE again.



In this example, the Ranking Table chart is shown again using a Logarithmic Scale. Notice that in the original version (using a Linear Scale), only the top eleven countries show a significant difference on the bar graph. On the chart above, differences as small as 10 times are expressed in visible variations making the results easier to interpret.

Creating New Statistics

Create Statistic allows you to examine relationships between statistics. It's a great way to customise *3D Atlas* to a specific report or project. Choose the category, statistic, operation, name, and units of measurement—*3D Atlas* calculates the results and displays them for your analysis.

To create statistics:

1. From the Statistics screen, open the Statistics menu and choose CREATE STATISTIC. The Create Statistic dialogue box appears.
2. In the Statistic 1 list, choose the statistic you want to appear first in the formula.
3. Click the operation you want to perform on the statistics: Addition (+), Subtraction (-), Multiplication (*), Division (/), or Change Over Time (^).
4. In the Statistic 2 list, choose the statistic you want to appear last in the formula.
5. Enter a name for your statistic and designate the units of measurement in the appropriate text boxes.
6. Click OK to accept. In a moment, your statistic appears on a new chart in the current chart format.

- To select a different chart format, click on a Chart button.

Note: The Change Over Time operation is designed to work with only one statistic. Therefore, if you choose this operation, the Statistic 2 box disappears and the change is computed for the statistic in the Statistic 1 box.

Playing *"Around The World"*

Around the World is a fun trivia challenge that tests your knowledge of flags, facts, and photos. To win the game, answer questions quickly to rack up miles, and be the first to circumnavigate the globe.

To play a round:

1. Open the Contents menu and choose AROUND THE WORLD.
2. Click a New Game button to choose the number of players (one through four). A name box appears.
3. Type in a name for each player and click OK. A name box appears for the next player, and so on. When all player names are entered, *Around the World* alerts you to Get Ready.
4. Click answers to the questions that appear. The amount of miles that you can earn is reduced with each tick of the clock.

- To pause between questions, open the Game menu and choose PAUSE GAME. The game pauses after the current question. To resume play, open the Game menu and choose RESUME GAME.

The percentage of total miles each player *could have* earned (based on 1000 miles for each question asked) and overall ranking appear at the end of a game. All answers to *Around the World* questions can be found elsewhere in the program. As a result, the more time you spend with *3D Atlas*, the higher scores you will achieve.

> **Note:** *Around the World* records scores in Miles regardless of which Preference option you choose for Measurement Units.

Printing

If your computer is connected to a printer, you can print out any *3D Atlas* screen as it appears on your computer's monitor. If you have a colour printer, the page will print in colour.

Print postcards, flags, and items labelled on the Main Globe to augment a report, or print full-page charts to give substance to a special project.

Page Setup

Page Setup lets you choose printing options and configure the printing parameters to your system.

To adjust page setup:

1. Open the File menu and choose PAGE SETUP. The Print dialogue box appears.
2. Set your printing options and check the parameters, then click OK.

Print

Use the Print command to print the current *3D Atlas* screen. Data is printed exactly as it appears on the screen.

To print a screen:

1. Open the File menu and choose PRINT.
2. Set your printing options and check the parameters, then click OK.

Print Chart

Use the Print Chart command to print out a report-quality, full-page statistical chart.

Note: Scatter Chart print-outs appear exactly as they look on-screen.

To print a chart:

- Open the File menu and choose PRINT CHART. Printing begins.

3D Atlas Reference

Additional Information

There are three ways to get answers to questions as you move through *3D Atlas:* The User's Manual, Atlas Help, and Get Info. For additional assistance, please consult the Reference Card included in your *3D Atlas* package.

- To access the *3D Atlas* Help file, open the Help menu and choose ATLAS HELP.
- To access general information about the current screen, open the Edit menu and choose GET INFO.

A Note About Statistics

All of the data in the Statistics section of this Atlas are reprinted from the World Resources 1994-95 Data Base Diskette published in 1994 by World Resources Institute, Washington, DC.

For on-screen explanations of statistics and data source information, access Atlas Help.

- Choose STATISTICS from the Atlas Help Contents screen, then click ABOUT STATISTICS.

Related education and reference materials from World Resources Institute include:

World Resources 1994-95: A Guide to the Global Environment; by World Resources Institute in collaboration with the United Nations Environment Program and United Nations Development Program; published by Oxford University Press, 1994; ISBN 0-19-521-045-X; 400 pp.; paper: $23.95

Teacher's Guide to World Resources by Mary Paden and Sarah Snyder; published by World Resources Institute, 1994; ISBN 1-56973-003-2; 160 pp.; paper: $6.95

World Resources DataScope: Educational Software for the Global Environment; published by World Resources Institute; floppy disks and CD-ROM; $99.95 (forthcoming)

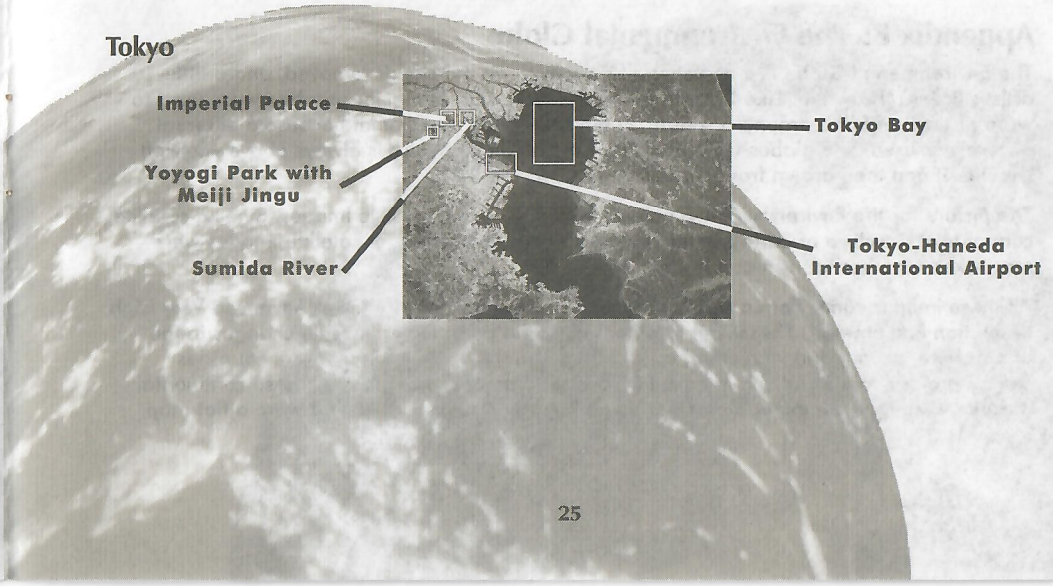
World Resources 1994-95 Data Base Diskette; published by World Resources Institute; published by Houghton Mifflin, 1993; ISBN 0-395-67742-4; 704 pp.; paper: $11.95

WRI is a non profit-making environmental research organisation located in Washington, D.C.

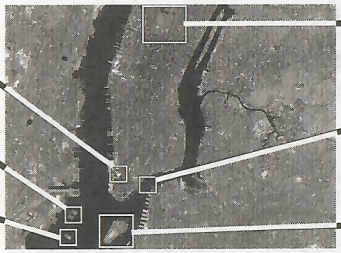
Units of Measurement

$US	US dollars
$US 87	US dollars (constant 1987)
000s	Thousands
bbl	Barrels
Bil	Billion
cu	Cubic
GW	Gigawatts (power equal to one billion watts)
GW Hrs	Gigawatt-hours (power equal to the expenditure of one gigawatt over a one-hour period)
ha	Hectares (area equal to ten thousand square meters)
kg	Kilograms (mass equal to one thousand grams)
km	Kilometres (distance equal to one thousand meters)
M or Mil	Million
MJ	Megajoules (power equal to one million joules)
Pass-km	Passenger-kilometres (number of passengers transported over a given distance)
PJ	Petajoules (energy equal to one quadrillion joules or 163,400 bbl)
sq	Square
ton	Metric tons
ton-km	Ton-kilometres (amount of freight transported over a given distance)
yr	Years

Appendix A: City View Examples

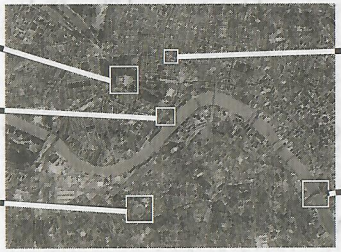


New York



San Francisco

London



Appendix B: The Environmental Globe

The Environmental Globe is a depiction of Earth with all the clouds removed, and a little artistic license thrown in. Like the other globes in 3D Atlas, computer graphics were used to wrap pictures of Earth around a sphere. Each globe appears different because a different picture was used. The globes were lit with a simulated sun (which is always above your left shoulder!) and then drawn from various angles.

The picture for the Environmental Globe is derived from real satellite images. Since a satellite cannot take a picture of Earth's entire surface at once, thousands of satellite images were mosaicked together to form one huge picture.

All these images came from a series of American satellites called AVHRR (Advanced Very High Resolution Radiometer). These satellites normally scan Earth for wide-scale changes in the atmosphere, ocean, and vegetation cover. Several space agencies in different countries started projects to join AVHRR images to make pictures of the continents. These continental mosaics were then combined to form a single huge image of Earth as if it were a flat map.

The image still required a lot of work to make it look good. For example, the seams between individual satellite images were visible, and some of the images still had cloud cover. We covered up these areas with additional images or expertly painted over them.

One of the biggest changes required was the colouring of the image. AVHRR satellites record green, red, and infra-red information—but not blue. Estimating the blue component required various mathematical manipulations of the colour information we did have, reference images from other sources, and an expert eye. To make the image look even better on TV and computer screens, we shaded the oceans according to their depths. We blended this image with the green of plankton that appears near the surface of the oceans.

Finally, to add greater contrast and detail to the Environmental Globe and to provide a geologic foundation for the national boundaries of the Political Globe, we emphasised Earth's topography. This required land heights for the entire globe, but the best available topographic data was not very detailed.

To increase its detail, we applied a special fractal algorithm to the height data to make it the same resolution as the Environmental image while maintaining its accuracy. The resulting terrain data was treated as a huge 3D surface (it would effectively have 50 million polygons) that was lit from the side. In addition to blending this terrain shading into the Environmental image, it was used to colour and shade the Physical Globe.

Appendix C: Satellite Imagery in *3D Atlas*

While most of the globe images in *3D Atlas* came from satellites using the AVHRR instrumentation, several other types of satellite data were also used. Cities demonstrate the wide range of precision and scanning sizes available from different satellite technologies.

The image of San Francisco came from the U.S.-based Landsat satellites. These satellites have been operating since 1972 and have produced a very large collection of imagery. They are able to resolve details down to 30 meters. This level of detail is good enough to see large highways and bridges but not local streets.

The image of New York City came from the French SPOT satellites. Operating since 1986, they can resolve details down to 10 meters. This level of detail clearly shows all streets and large buildings, and even an aeroplane on La Guardia Airport's runway.

The view of London was created by pictures taken by Russian spy satellites, which have only recently become available for publication. These black and white images can resolve details down to 2 meters (although the quality can fluctuate). You can easily see cars on many of the bridges over the Thames. The long shadows visible in London show that the time of day the satellite takes a picture can greatly affect its readability. The colour was added to the original Russian image with data from the SPOT satellite, illustrating the usefulness of compositing data from two or more sources. This technique was used extensively in *3D Atlas*.

When examining Cities, notice that the images with greater detail cover smaller areas. While Landsat collects images that are 150 kilometres square, the much more precise Russian spy satellite collects images only 4 kilometres square.

Not all pictures from space are taken by unmanned satellites. The image of Tokyo was taken with a hand-held camera by an astronaut in the space shuttle.

Troubleshooting

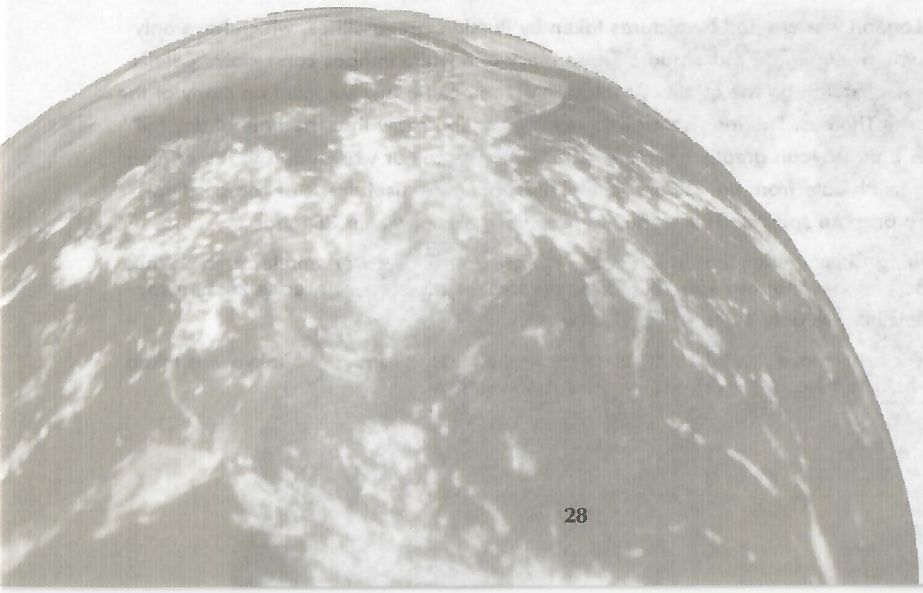
If you are having a problem installing or running the application, we want to help.

First, please make sure you have read the installation and start-up section of your manual thoroughly, and make sure you have at least 3.6 megabytes free on your hard disk. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

TSRs/Device Drivers/DOS shells

TSR stands for Terminate Stay Resident. A TSR is a program, like SideKick® that automatically executes itself when you start up your computer from a hard drive. They are generally installed in your autoexec.bat file. Device Drivers and DOS shells also are loaded automatically. They are usually installed in your config.sys file.

These TSRs or Device drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, device drivers, or shells when attempting to install or play a game.



Technical Support

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The DOS version number you are currently running.
- Your mouse and driver type.
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- Your CD-ROM drive type and CD-ROM extensions version, if fitted.
- The contents of a CHKDSK and MEM/C statement.

Or you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service,

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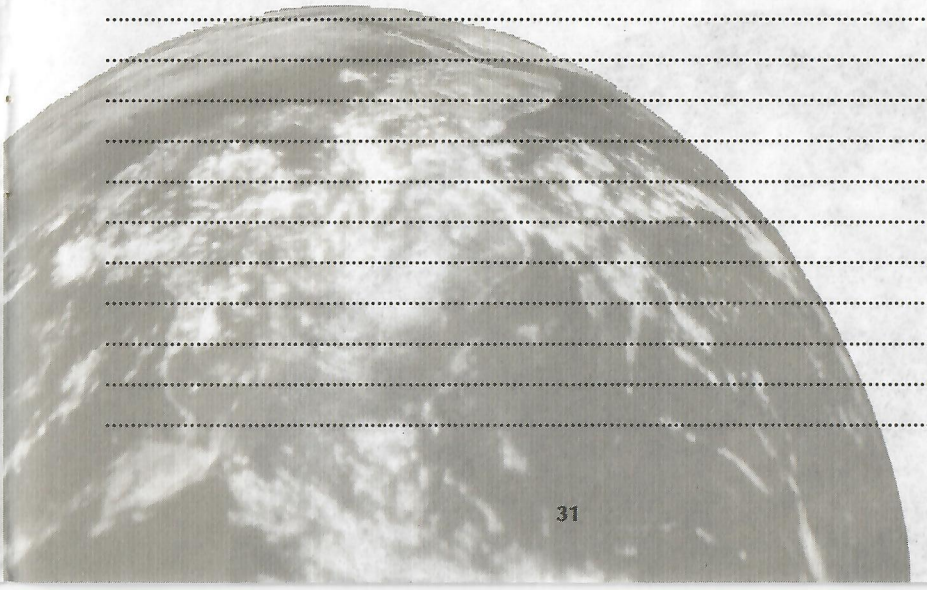

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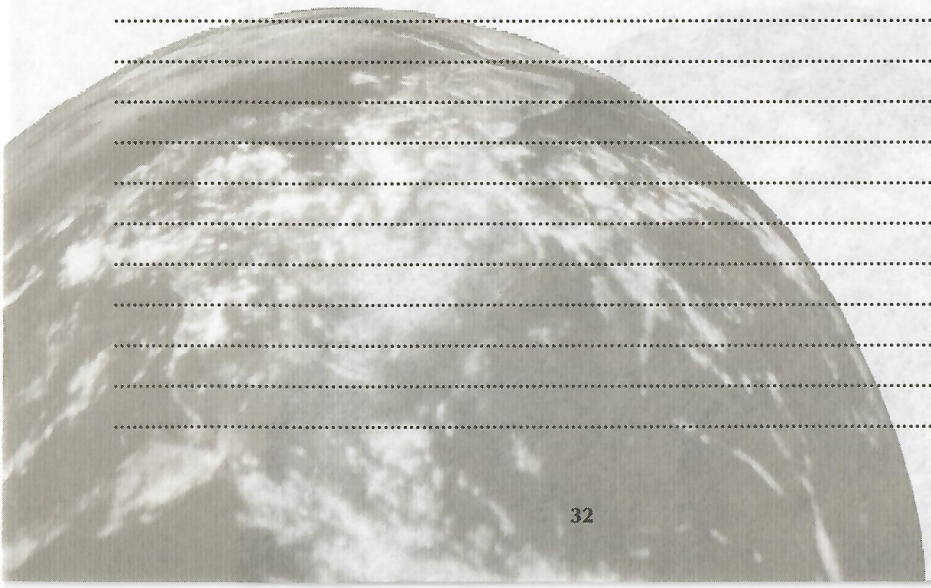

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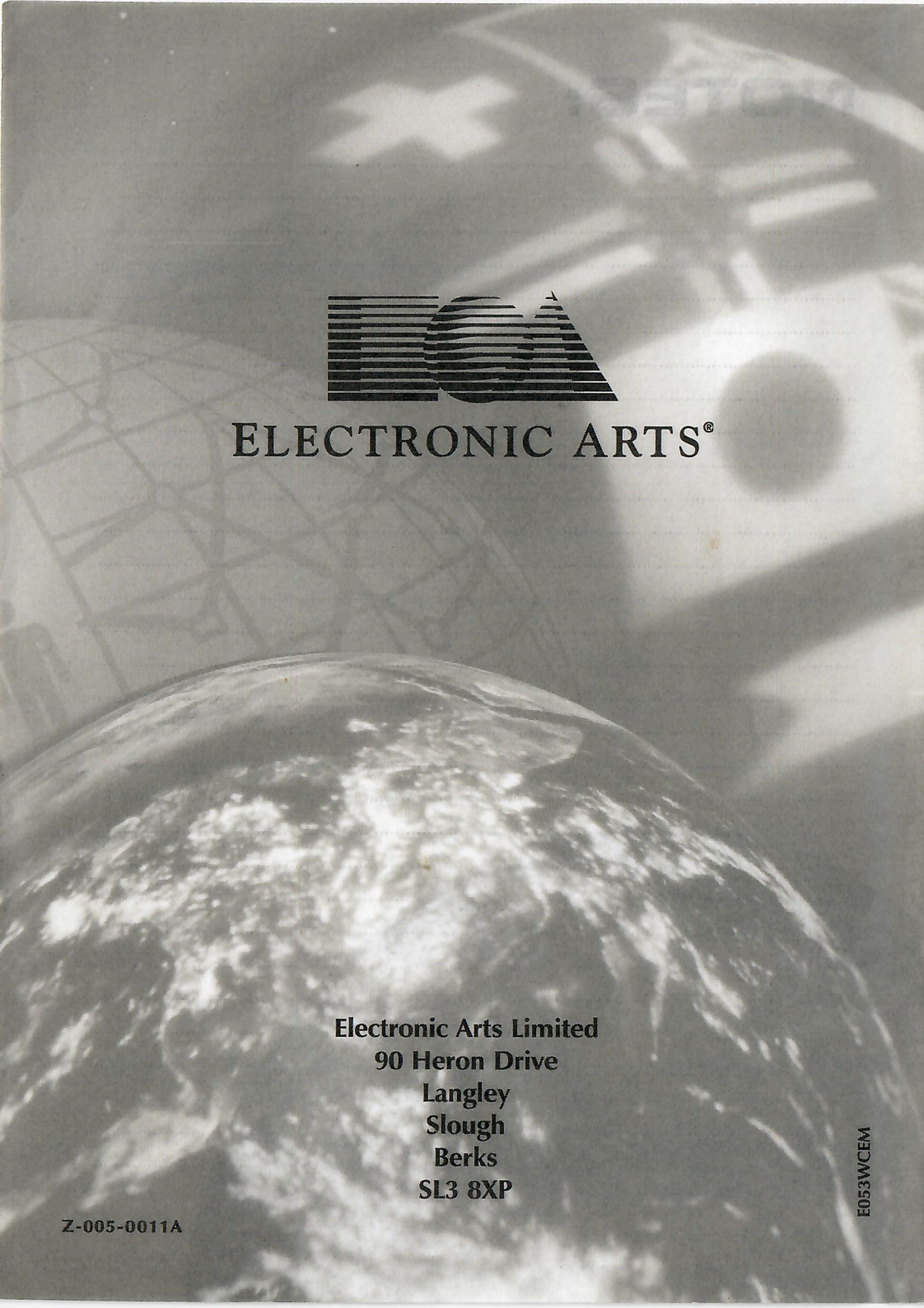

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